

CLAIMS

We claim:

1. A method for playing a game comprising:
 - providing a base game;
 - qualifying for a bonus game, said bonus game having an array of game spaces, each having an associated hidden indicium which matches with at least one other hidden indicium associated with another game space, and in bonus game play:
 - selecting a first game space from said array of game spaces;
 - revealing the hidden indicium associated with said first game space;
 - selecting a second game space from said array of game spaces;
 - revealing the hidden indicium associated with said second game space;
 - determining if the revealed indicium associated with said first game space matches the revealed indicium associated with said second game space;
 - making an award if the revealed indicia are determined to match; and
 - returning the player to the base game.
2. The method according to claim 1, further comprising repeating the selection of game spaces a predetermined number of times.
3. The method according to claim 2, further comprising revealing for a predetermined period of time the hidden indicium associated with each said game space.
4. The method according to claim 3, wherein revealing for a predetermined period of time the hidden indicium associated with each said game space is responsive to a player satisfying at least one predetermined requirement.
5. The method according to claim 4, further comprising randomly reassociating indicia with game spaces.

15. The method according to claim 14, further comprising randomly reassociating indicia with game spaces.
16. The method according to claim 13, further comprising randomly reassociating indicia with game spaces.
17. The method according to claim 1, wherein further including revealing for a predetermined period of time the hidden indicium associated with each said game space responsive to a player satisfying at least one predetermined requirement.
18. The method according to claim 17, further comprising randomly reassociating indicia with game spaces.
19. The method according to claim 1, further comprising randomly reassociating indicia with game spaces.
20. The method according to claim 1, further comprising determining if one of the two revealed indicia is a wild indicium, resulting in an automatic match.
21. The method according to claim 20, further comprising repeating the selection of game spaces a predetermined number of times.
22. The method according to claim 21, further comprising revealing for a predetermined period of time the hidden indicium associated with each said game space.
23. The method according to claim 22, wherein revealing for a predetermined period of time the hidden indicium associated with each said game space is responsive to a player satisfying at least one predetermined requirement.
24. The method according to claim 23, further comprising randomly reassociating indicia with game spaces.

25. The method according to claim 22, further comprising randomly reassociating indicia with game spaces.
26. The method according to claim 21, further comprising collecting matches made by the player into a combination of matches, evaluating the combination, and awarding a payout for a predetermined value assigned to the combination.
27. The method according to claim 26, further comprising revealing for a predetermined period of time the hidden indicium associated with each said game space.
28. The method according to claim 27, wherein revealing for a predetermined period of time the hidden indicium associated with each said game space is responsive to a player satisfying at least one predetermined requirement.
29. The method according to claim 28, further comprising randomly reassociating indicia with game spaces.
30. The method according to claim 27, further comprising randomly reassociating indicia with game spaces.
31. The method according to claim 20, further comprising repeating the selection process until revealing a special game end indicium.
32. The method according to claim 31, further comprising revealing for a predetermined period of time the indicia associated with each said game space.
33. The method according to claim 32, wherein revealing for a predetermined period of time the hidden indicium associated with each said game is responsive to a player satisfying at least one predetermined requirement.

34. The method according to claim 33, further comprising randomly reassociating indicia with game spaces.
35. The method according to claim 32, further comprising randomly reassociating indicia with game spaces.
36. The method according to claim 20, wherein revealing for a predetermined period of time the hidden indicium associated with each said game space is responsive to a player satisfying at least one predetermined requirement.
37. The method according to claim 36, further comprising randomly reassociating indicia with game spaces.
38. The method according to claim 20, further comprising randomly reassociating indicia with game spaces.

44. The method according to claim 41, further comprising randomly reassociating indicia with game spaces.
45. The method according to claim 40, further comprising collecting matches made by the at least one qualified player into a combination of matches, evaluating the combination, and awarding a payout for a predetermined value assigned to the combination.
46. The method according to claim 45, further comprising revealing for a predetermined period of time the hidden indicium associated with each said game space.
47. The method according to claim 46, wherein revealing for a predetermined period of time the hidden indicium associated with each said game space is responsive to a player satisfying at least one predetermined requirement.
48. The method according to claim 47, further comprising randomly reassociating indicia with game spaces.
49. The method according to claim 46, further comprising randomly reassociating indicia with game spaces.
50. The method of playing a game on a gaming machine according to claim 39, further comprising repeating the selections until revealing a special game end indicium.
51. The method according to claim 50, further comprising revealing for a predetermined period of time the hidden indicium associated with each said game space.
52. The method according to claim 51, wherein revealing for a predetermined period of time the hidden indicium associated with each said game is responsive to a player satisfying at least one predetermined requirement.

53. The method according to claim 52, further comprising randomly reassociating indicia with game spaces.
54. The method according to claim 51, further comprising randomly reassociating indicia with game spaces.
55. The method according to claim 39, further including revealing for a predetermined period of time the hidden indicium associated with each said game space responsive to a player satisfying at least one predetermined requirement.
56. The method according to claim 55, further comprising randomly reassociating indicia with game spaces.
57. The method according to claim 39, further comprising randomly reassociating indicia with game spaces.
58. The method according to claim 39, further comprising determining if one of the two revealed indicia are a wild card , resulting in an automatic match.
59. The method according to claim 58, further comprising repeating the selection of game spaces for a predetermined number of times.
60. The method according to claim 59, further comprising revealing for a predetermined period of time the hidden indicium associated with each said game space.
61. The method according to claim 60, wherein revealing for a predetermined period of time the hidden indicium associated with each said game is responsive to a player satisfying at least one predetermined requirement.
62. The method according to claim 61, further comprising randomly reassociating indicia with game spaces.

63. The method according to claim 60, further comprising randomly reassociating indicia with game spaces.

64. The method according to claim 59, further comprising collecting matches made by the at least one qualified player into a combination of matches, evaluating the combination, and awarding a payout for a predetermined value assigned to the combination.

65. The method according to claim 64, further comprising revealing for a predetermined period of time the hidden indicium associated with each said game space.

66. The method according to claim 65, wherein revealing for a predetermined period of time the hidden indicium associated with each said game space is responsive to a player satisfying at least one predetermined requirement.

67. The method according to claim 66, further comprising randomly reassociating indicia with game spaces.

68. The method according to claim 65, further comprising randomly reassociating indicia with game spaces.

69. The method of playing a game on a gaming machine according to claim 58, further comprising repeating the selections until revealing a special game end indicium.

70. The method according to claim 69, further comprising revealing for a predetermined period of time the hidden indicium associated with each said game space.

71. The method according to claim 70, wherein revealing for a predetermined period of time the hidden indicium associated with each said game space is responsive to a player satisfying at least one predetermined requirement.

72. The method according to claim 71, further comprising randomly reassociating indicia with game spaces.

73. The method according to claim 70, further comprising randomly reassociating indicia with game spaces.

74. The method according to claim 58, wherein revealing for a predetermined period of time the hidden indicium associated with each said game space is responsive to a player satisfying at least one predetermined requirement.

75. The method according to claim 74, further comprising randomly reassociating indicia with game spaces.

76. The method according to claim 58, further comprising randomly reassociating indicia with game spaces.

77. An apparatus for playing both a base game and a bonus game comprising:
a gaming machine configured for play of a base game;
a monetary exchanger for accepting wagers and awarding payouts;
a video display;
a bonus game apparatus operably coupled to the video display and playable responsive to at least one predetermined occurrence in the play of the base game, said bonus game comprising a plurality of game spaces, each game space having an associated, hidden indicium matching at least one other indicium associated with another game space; and
a positional selector for selecting at least first and second game spaces of said plurality of game spaces to reveal the hidden indicium associated with each of said at least first and second game spaces.

78. The apparatus of claim 77, wherein the positional selector includes a touch sensitive screen for said video display.

79. The apparatus of claim 77, wherein the positional selector includes a joystick for indexing a cursor to a selected game space.

80. A network for playing a base game having a bonus game associated therewith comprising:

- at least one server computer;

- at least one bonus event computer operably coupled to said server computer;

- at least one on-line accounting and gaming information system connected to said server computer;

- a plurality of gaming machines configured for play of a base game and a bonus game administered by the at least one bonus event computer, each gaming machine of the plurality operably coupled to said server computer, each gaming machine comprising:

 - a monetary exchanger for accepting wagers and awarding payouts;

 - a video display for displaying said bonus game;

wherein play of the bonus game is enabled responsive to occurrence of at least one event associated with play of the base game, said bonus game further comprising a plurality of game spaces, each game space having an associated, hidden indicium matching at least one other hidden indicium associated with another game space; and

wherein each gaming machine of the plurality includes a positional selector for selecting at least first and second game spaces to reveal the hidden indicium associated with said at least first and second game spaces.

81. A gaming machine network of claim 80, wherein the positional selector includes a touch sensitive screen for said video display.

82. A gaming machine network of claim 80, wherein the positional selector includes a joystick for indexing a cursor to a selected game space.

83. The gaming machine network of claim 80, wherein said at least one server computer comprises a plurality of server computers connected to each other through a single host site server and network.

84. A gaming machine network of claim 83, wherein the positional selector includes a touch sensitive screen for said video display.

85. A gaming machine network of claim 83, wherein the positional selector includes a joystick for indexing a cursor to a selected game space.